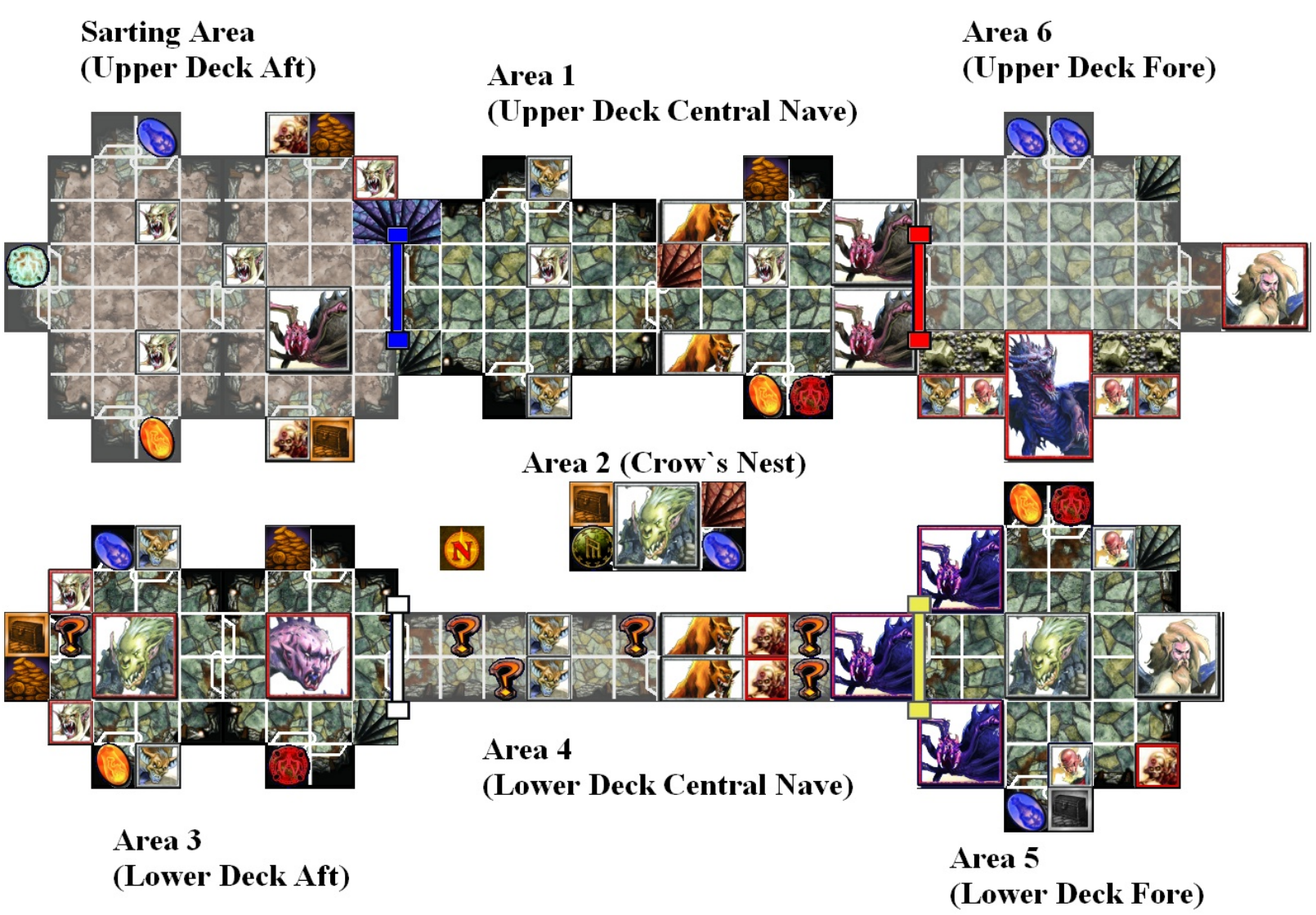
Copper Chest 1	2 Conquest Token, 1 Curse, 1 Copper Treasure
Copper Chest 2	100 Gold, 1 Curse, 1 Copper Treasures
Copper Chest 3	2 Conquest Token, 1 Curse, 1 Copper Treasure
Silver Chest 1	100 Gold, 1 Silver Treasure, Scroll of Thelos

The "Devil`s Bane"



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Pirates Of The Shallow Seas: One Eye`s Chest

By Obstacle Kid

Quest Background

"Come on yo scumbags!...Kill these bastards and get "One Eye" out of this bloody ship!...Return fire and get ready for boarding!...Fire at will!" shouts captain Pete Vulture as he raises his bloodsoaked saber into the air. Guns bang, swords clang, men(monsters) scream and wood bursts as the pirat ship "Burning Rose" goes side on side with an odd looking ship named "Devil`s Bane".
The ship is known all over the "Shallow Seas" by every sailor and captain because of the curse that lies over the crew. The tale says that the whole crew was cursed by an evil wizard. He transformed captain Valgus Brogg his first mate Balgus Brogg and their whole crew into different kinds of monsters. From that day on they travel the seas as pirats and take whatever they can from merchant ships.
Your job was to obtain an old and ancient scroll from a pirat captain named "One Eye". The assignment was easy. "Go to the pier of Kalewater and find the ship called "Bloody Anchor". Find captain "One Eye" and tell him that you came from Heinrich and tell him that he must keep his pledge. In exchange you will get the "Scroll of Thelos". Bring it to the tavern called "Crowbars Inn". Their you will meet Heinrich Mechtheim who will reward you for your efforts. Here you have 300 Gold in advance. Good luck!"
It sounded easy but it wasn`t. As you arrived the ship wasn`t there and you diccoverd that the "Bloody Anchor" was destroyed by mystirious ship called "Devil`s Bane". Rumor says that Valgus kept him alive because "One Eye" is the only one who can open his secret chest that he has burrowed on a secret island.
You contacted his bloodbrother and comrade-in-arms Pete Vulture who wasted no second to accompany you on your quest. You sailed around, followed soms trails and finally found the mysterious ship.
"Now it`s your turn! If you want that scroll you must rescue my buddy to get it. He is the only one who can open the chest. I think they got him in the Lower Decks. Good luck!" shouts Pete as he jumped back into battle. As you swing over to the upper deck aft you can see an eerie shadow in the sky which slowly comes nearer.

Quest Goals

Find captain "One Eye" and escort him to his treasure chest. Retrieve the scroll and get to the Upper Deck Fore to climb back on your ship. You start the game with 5 Conquest Tokens. If you can activate some Runes Of Travel (Ancient Glyphs) that were carft into the plankets of the ship and that can only be activated by you, the better. If you ever run out of Tokens before you can get the scroll out of the ship you will not be able to get your reward and will you lose your honor and the game.

As you expected this adventure is taking place on a pirat ship. You have to alter the title text of some cards to keep the tension and to be a little realistic. Here are some examples:
Instead of "Crushing Block" it reads "Crushing Mast" if you are on the upper decks and "Cannon Hit" if you are on the lower decks.
Instead of "Spiked Pit" it reads "Rotten Plank".
Instead of "Explosive Door" it reads "Blackpowder Barrel Misplaced".
These are only examples. Feel free to change the titles as you like.
The effects of the cards stay the same.

Important: The players can`t play "One Eye". Remove him from the Character Cards before the players draw their heroes.

Starting Area

After you swang over to the aft of the ship the first group of angry monsters stand in your way. They are very busy with fighting and killing and not pleased that you set food on their reverent planks. As you move on to make your first killing of today a big, black fured rat appears in front of you, jumps on your shoulder and blips in your ear. Could it be "One Eyes" pirat pet?-The mate looks very surprised as you slowly make your way towards him.

If the heroes don`t have "Boggs the rat" someone can take the card from the remaining skill cards.

Area One

The most action of the fight happens here. The wood of the planks are crimson and it looks that the planks have soaked all the blood that was spilled over the years. You must take all the cover you can get or you will be hit by ricochet bullets or unskilled sword moves. Another strange thing is that the sails are bond together by huge spider webs and the Crow`s Nest looks a little bit oversized.

Area Two

You climbed up the rope-ladder and reach the top of the Main Mast but you look very surprised as a great and ugly Oger gives you a helping hand wih his brutal fists. What does a Oger in a Crow`s Nest?...Why does a Treasure Chest lies on the floor?...Why is the Yellow Rune Key here?...Those are questions that will be shrouded in mystery.

Area Three

You enter the Lower Decks through the stairs which are ending in the crew quarters and the captains cabin. The cabin looks very filthy because the whole interior is coverd by a thick film of dust and slime. "Give us the key to the chest or you will suffer eternal pain, you stupid fool!" says the well equiped and important looking Oger as he pierces his dagger slowly into the flesh of "One Eye". No doubt that he is captain Valgus Brogg. You take your chance and rush to the rescue before he dies of his injuries but first it seems that you must pass through Captain Brogg`s little and petit pirat familiar...A GIANT SNAKE!

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If a hero ends his movement on the "?" read the following text:

You reach the seriously injured "One Eye" as he tries to get free of his bonds. He lies on a great table which is altered to be a Torture Rag. You explain him in a hurry that you came from Heinrich and that he must keep his pledge. "Heinrich, my old pal. I have an old dept to pay. He saved my live once. Back in the war....I have the scroll in my treasure chest. This scumbag here tryed to convince me that I have to open the chest. They must obtained it from my island. Bring me to it and I will open the chest and give you the scroll...." says "One Eye" with an self-extinguishing voice.

Take the Character Sheet from "One Eye" and let him join the group. Place the figure on the space with the "?". "One Eye" can`t have and not use any armor, weapons, potions, treasures,items and skills. The only exeption is his hook-hand that is described on the sheet. He will be played like a regular hero. One player must be chosen who moves and controls him. He can take actions as usual.

If "One Eye`s" Hit Points reach Zero read the following text.

"It is time for me to leave this world. It is a worthy death for a pirat. Here, take my hook...." he turns his hook out of his forearm and gives it to the heroes. The end that were turned into his arm reveals a key-like form. " ...It fits into my chest....I wish you the best..... Ahoy, you foolish lubbers!...." and then he dies with a satisfied smile on his face.

The heroes lose 3 Conquest Tokens.

Area Four

You open the door and enter the Central Nave. There is a lot of mess down their because there are some wholes in the hulk-no doubt from cannon hits. A itensive smell of burned blackpowder and moaning voices of injured men(monsters) hang in the air. You must keep your head down or you bump your heads on the low hanging ceiling.

Important: Don`t put the "?"-Token on the board in this Area.
The Overlord Player can spawn Monsters(except "Bane Spider Swarm") on the "?" spaces. He need not to be out of sight. If a figure stands on a marked space you can not spawn Monsters on that space.
If you spawn Monsters the first time read the following text:

As you move forward to pass this unpleasant area you hear some strange scratches outside. It sounds like someone or something is climbing at the hull of the ship. Suddenly a bunch of beasts are jumping through the cannon-shafts and attack you with swift moves. You can see in their faces that they are not pleased with your intrusion.

Area Five

The Lower Fore Deck is very crowded with all kinds of ugly beasts. The storage room is completely empty with one exeption-A great Treasure Chest. Two black robbed men with bald heads are the only ones that don`t fit in with the rest. One of them sits in front of the chest and babbles some strange words. It seems that he tries to open the chest with black magic. Where are they came from?-As you walk in to get to the chest you here an eerie growl from the upper deck.

If "One Eye" gets to the chest and opens it with his secret key read the following text.

"One Eye" turns his hook out of his forearm. His hook has now a shape of a key. He pulls it into the lock of the chest and opens it with an squeaky sound. " Here is the "Scroll Of Thelos".... I hope that Heinrich will be pleased....I have payed my dept....I think it`s time to leave this cruel world.... See you on the other side, you foolish lubbers.....!" He dies with a satisfied smile on his face.

If "One Eye" opens the chest peronally the heroes get 3 Conquest Tokkens.Take the figure from the board.

Area Six

As you enter the Upper Deck you can`t trust your eyes. A great Black Dragon stands in front of you. He endows chaos on the ship of Pete Vulture with his devastating dragon breath. "Ah, look at this brother, a bunch of great heroes." says one of the two black robbed and bald headed men. The only thing that differs the two from the others, are strange tattooes on their heads." Isn`t it nice that they bring us the scroll. Drahmin will be pleased. Do you think they will give it to us voluntarily?","I don`t think so. I think we must take it from them with brutal, destructive and bloody force. What a waste...TALON!" After he shouts the name, the great Black Dragon turns his head and prepares to attack. The two sorcerers dodge for cover meanwhile one releases a strange bolt of green light which hits the figurehead of the ship. You are not surprised as the figurehead begins to live.

The two sorcerers Undying Ability is altered. They come back to life on a "Power Enhancement" instead of "Power Surge".
The heroes get 4 Conquest Tokens if they get rid of all Monsters in this Area.
Read the following text:

"So "One Eye" died with a smile on his face. I am very glad to hear that he didn`t die dissatisfied." says Heinrich Mechtheim, a handsome looking bard in strange clothes. The tavern is very crowded and the men court the good tasting beer called "Crowbars Dark"."Here is your reward. I am very pleased with your work. The "Scroll of Thelos" is an old scroll that contains one of the oldest and first tales that were ever told on this world. Thank you!...Mmmh, the beer tastes very well. I wonder if the legend is true...". He broods over something for a short time. Then he smiles mischievously, stands up on his chair and shouts withn a self-confident voice " This beer is good but I tasted better! ". In a sudden the music stops and a frightening silence replaces the talking throughout the room...but this is another story.

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